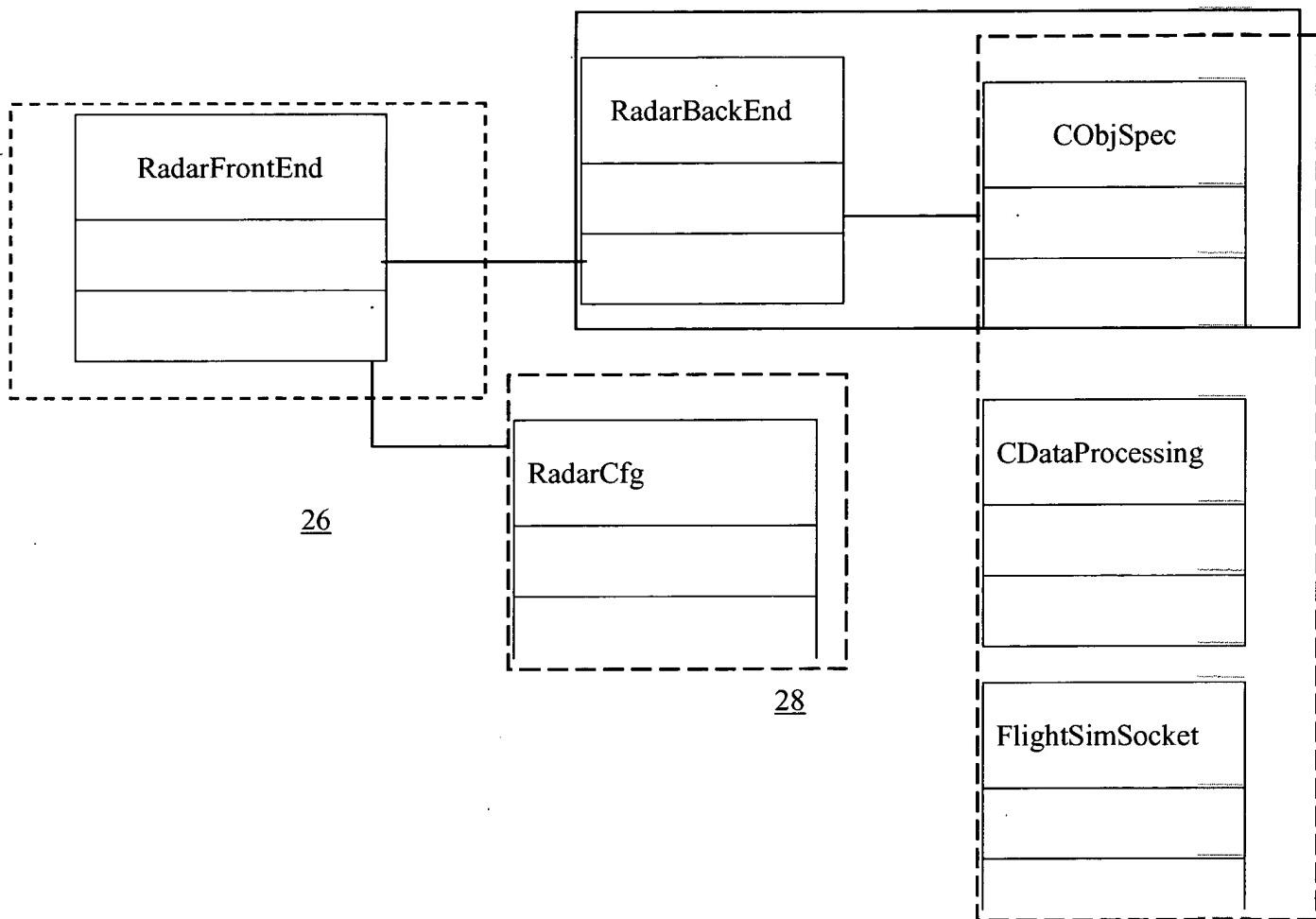




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FIG 4a

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FIG 4b

RadarFrontEnd	26
<ul style="list-style-type: none">- bRotate : bool- bClearDisp : bool- bStopRendering : bool- bStandby : bool- iLinearSize : GLuint- cxCenter : float- cyCenter : float- lSweepAngle : float- lAlphaFade : float- lSweepIncrement : float- lRange : float- lGainFactor : float- hpTextures[10] : GLuint- lpSweepTexture[128][4] : GLfloat- uipRenderTexture[65536][3] : GLuint- pRadarBackEnd : *RadarBackEnd- pRadarCfg : *RadarCfg- pFirstNtt : *CobjSpec	
<ul style="list-style-type: none">+ RadarFrontEnd(pConfig: RadarCfg, pBackEnd: RadarBackEnd, cxWidth: GLint, cyHeight: GLint) : void+ ~RadarFrontEnd() : void+ renderScene() : void+ updateParameters() : void+ pauseRendering() : void+ continueRendering() : void+ getHeloYaw() : void- orthoMode(xLeft: GLint, xRight: GLint, yBottom: GLint, yTop: GLint) : void- perspectiveMode() : void- createSweep(uiTextureID: GLuint, IxCenter: GLfloat, lyCenter: GLfloat, IzCenter: GLfloat, IxWidth: GLfloat, lyLength: GLfloat, IzHeight: GLfloat) : void- createTexture(uiTextureID: GLuint) : void- renderMotionBlur(uiTextureID: GLuint) : void- renderHeloSymbol() : void- drawBlip() : void	

FIG 4c

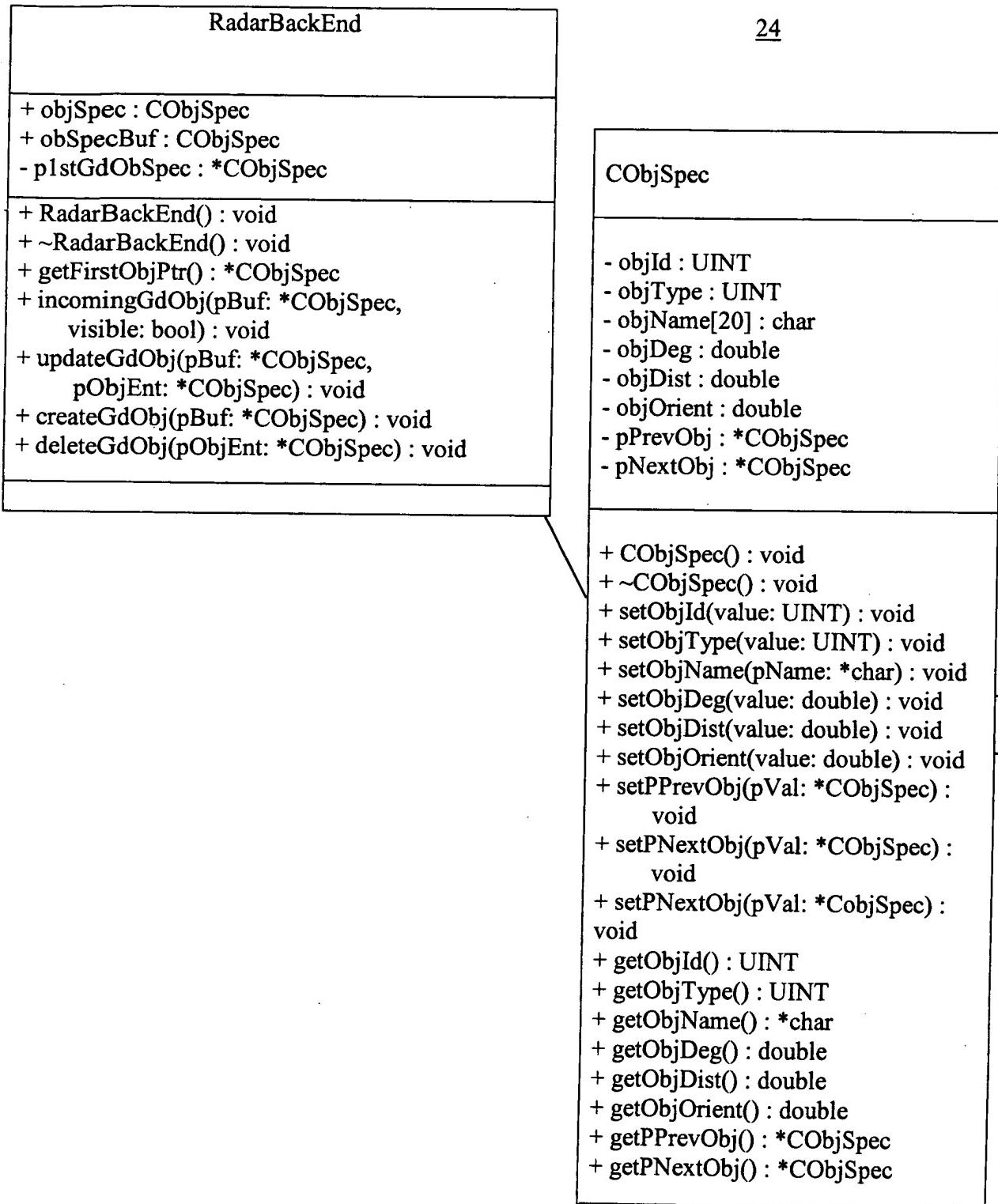


FIG 4d

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RadarCfg
<pre>- iModeSpeed : UINT - iRcvrGain : UINT - iStab : UINT - iEraseGPI : UINT - iPersist : UINT - iRange : UINT - cxHelo : UINT - cyHelo : UINT - cyHeloOffset : UINT + RadarCfg(rModeSpeed: UINT, rRcvrGain: UINT, rStab: int, rEraseGPI: int, rPersist: UINT, rRange:UINT, rXPos: UINT, rYPos: UINT, rYOffset: UINT) : void + setModeSpeed(rParam: UINT) : void + setRcvrGain(rParam: UINT) : void + setStab(rParam: UINT) : void + setEraseGPI(rParam: UINT) : void + setPersist(rParam: int) : void + setRange(rParam: UINT) : void + setHeloXPos(rParam: UINT) : void + setHeloYPos(rParam: UINT) : void + setHeloYOffset(rParam: UINT) : void + getModeSpeed() : UINT +getRcvrGain() : UINT + getStab() : UINT + getEraseGPI() : UINT + getPersist() : UINT + getRange() : UINT + getHeloXPos() : UINT + getHeloYPos() : UINT + ~RadarCfg() : void</pre>

FIG 4e

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